AMENDMENTS TO THE CLAIMS

This listing of Claims shall replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS:

1-83. (Cancelled)

84. (Currently Amended) A system comprising:

a ~~multi-component~~ single display device comprising:

a first display screen; and

a second display screen overlapping said first display screen, wherein said second display screen is partially transparent; and

a user interface component for selecting at least one display screen for responding to an input, and wherein said at least one selected display screen comprises a display screen selected from a group consisting of said first and second display screens.

85. (Previously Presented) The system of Claim 84, wherein said user interface component is selected from a group consisting of a mouse, a keyboard, and a joystick.

86. (Previously Presented) The system of Claim 84, wherein said user interface component comprises a touchscreen.

87. (Previously Presented) The system of Claim 84, wherein said user interface component is selected from a group consisting of a pen and a stylus.

88. (Previously Presented) The system of Claim 84, wherein said user interface component is further for enabling selection of said at least one display screen in response to a sound.

89. (Previously Presented) The system of Claim 84, wherein said user interface component is operable to transition a display of a graphical object to said at least one selected display screen.

90. (Previously Presented) The system of Claim 89, wherein said input is operable to adjust said display of said graphical object on said at least one selected display screen.

91. (Previously Presented) The system of Claim 89, wherein said graphical object is selected from a group consisting of a cursor, an icon and an image.

92. (Previously Presented) The system of Claim 89, wherein said graphical object is associated with a gaming application.

93. (Previously Presented) The system of Claim 89, wherein said graphical object is selected from a group consisting of a graphical object associated with a

drawing application and a graphical object associated with a graphical application.

94. (Previously Presented) The system of Claim 84, wherein said input comprises a user input.

95. (Previously Presented) The system of Claim 94, wherein said user input comprises an input to said user interface component.

96. (Currently Amended) A method of controlling display screen selection in a ~~multi-component~~ single display device, said method comprising:

detecting a first input to a user interface component;

determining at least one display screen of said ~~multi-component~~ single display device associated with said first input, wherein said single display device comprises a plurality of overlapping display screens, and wherein at least one of said plurality of overlapping display screens is partially transparent; and

selecting said at least one display screen of said multi-component display for responding to a second input.

97. (Previously Presented) The method of Claim 96, wherein said user interface component is selected from a group consisting of a mouse, a keyboard, and a joystick.

98. (Previously Presented) The method of Claim 96, wherein said user interface component comprises a touchscreen.

99. (Previously Presented) The method of Claim 96, wherein said user interface component is selected from a group consisting of a pen and a stylus.

100. (Previously Presented) The method of Claim 96, wherein said first input comprises a sound.

101. (Previously Presented) The method of Claim 96 further comprising:

transitioning a display of a graphical object to said at least one selected display screen.

102. (Previously Presented) The method of Claim 101 further comprising:

detecting said second input; and

adjusting said graphical object displayed on said at least one selected display screen in response to said second input.

103. (Previously Presented) The method of Claim 101, wherein said graphical object is selected from a group consisting of a cursor, an icon and an image.

104. (Previously Presented) The method of Claim 101, wherein said graphical object is associated with a gaming application.

105. (Previously Presented) The method of Claim 101, wherein said graphical object is selected from a group consisting of a graphical object associated with a drawing application and a graphical object associated with a graphical application.

106. (Previously Presented) The method of Claim 96, wherein said second input comprises a user input.

107. (Previously Presented) The method of Claim 106, wherein said second input comprises an input to said user interface component.

108. (Currently Amended) A computer-usable medium having computer-readable program code embodied therein for causing a computer system to perform a method of controlling display screen selection in a ~~multi-component~~ single display device, said method comprising:

detecting a first input from a user interface component;

determining at least one display screen of said ~~multi-component~~ single display device associated with said first input, wherein said single display device comprises a plurality of overlapping display screens, and wherein at least one of said plurality of overlapping display screens is partially transparent; and

selecting said at least one display screen of said multi-component display for responding to a second input.

109. (Previously Presented) The computer-usable medium of Claim 108, wherein said user interface component is selected from a group consisting of a mouse, a keyboard, and a joystick.

110. (Previously Presented) The computer-usable medium of Claim 108, wherein said user interface component comprises a touchscreen.

111. (Previously Presented) The computer-usable medium of Claim 108, wherein said user interface component is selected from a group consisting of a pen and a stylus.

112. (Previously Presented) The computer-usable medium of Claim 108, wherein said first input comprises a sound.

113. (Previously Presented) The computer-usable medium of Claim 108, wherein said method further comprises:

transitioning a display of a graphical object to said at least one selected display screen.

114. (Previously Presented) The computer-usable medium of Claim 113, wherein said method further comprises:

detecting said second input; and

adjusting said graphical object displayed on said at least one selected display screen in response to said second input.

115. (Previously Presented) The computer-usable medium of Claim 113, wherein said graphical object is selected from a group consisting of a cursor, an icon and an image.

116. (Previously Presented) The computer-usable medium of Claim 113, wherein said graphical object is associated with a gaming application.

117. (Previously Presented) The computer-usable medium of Claim 113, wherein said graphical object is selected from a group consisting of a graphical object associated with a drawing application and a graphical object associated with a graphical application.

118. (Previously Presented) The computer-usable medium of Claim 108, wherein said second input comprises a user input.

119. (Previously Presented) The computer-usable medium of Claim 118, wherein said second input comprises an input to said user interface component.

120. (New) An integrated display system comprising:

a first display screen comprising a first display portion, wherein said first display screen is partially transparent;

a second display screen comprising a second display portion, wherein said second display screen is partially transparent, and wherein said first display portion and said second display portion overlap; and

a user interface component for selecting at least one display screen as a selected display screen for responding to an input, and wherein said selected display screen comprises a display screen selected from a group consisting of said first and second display screens.

121. (New) The system of Claim 120, wherein user interface is further operable to move a graphical object displayed on said first display portion of said first display screen to said second display portion of said second display screen.

122. (New) The system of Claim 121, wherein said input is further operable to move said graphical object on said second display screen.

123. (New) The system of Claim 121, wherein said graphical object is selected from a group consisting of a cursor, an icon and an image.

124. (New) The system of Claim 121, wherein said graphical object is associated with a gaming application.

125. (New) The system of Claim 121, wherein said graphical object is selected from a group consisting of a graphical object associated with a drawing application and a graphical object associated with a graphical application.

126. (New) The system of Claim 120, wherein said user interface component is selected from a group consisting of a mouse, a keyboard, and a joystick.

127. (New) The system of Claim 120, wherein said user interface component comprises a touchscreen.

128. (New) The system of Claim 120, wherein said user interface component is selected from a group consisting of a pen and a stylus.

129. (New) The system of Claim 120, wherein said user interface component is further for enabling selection of said at least one display screen in response to a sound.

130. (New) The system of Claim 120, wherein said input comprises a user input.

131. (New) The system of Claim 130, wherein said user input comprises an input to said user interface component.